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University of Bahrain
College of Information Technology
Department of Computer Science
Summer Semester, 2011 – 12
ITCS215 Data Structures
Quiz 1

Name _____ ID # _____ Sec _____

Consider the following class definition:

```
class Vehicle
{
    private:
        string color;
        int yearModel; // such as 2011 model
        double price;
    public:
        void setVehicle(string, int, double);
        string getColor();
        int getYearModel();
        double getPrice();
        void print(); // prints all attributes
        vehicle(string, int, double);
};
```

(A) Write a class called **Car** which inherits all the properties of class **Vehicle** with inheritance type as public. This new class will have the following additional members:

Data members (private): **typeOfFuel** (string), **sittingCapacity**(int)

Member Functions (public):

- constructor having 5 parameters to initialize all the 5 data members.
- Set and get functions for **typeOfFuel** and **sittingCapacity**.
- print(): calls the print() of the base class **Vehicle** to display the inherited data members, and also prints the 2 remaining data members of class **Car**.
- age: which returns (2012 – yearModel).

Write only prototypes of all member functions in the class **Car**.

(B) Write definitions (implementation) of the following member functions of class **Car**:

Constructor, print and age.

1)

```

class Car: public Vehicle {
private:
    string typeOfFuel;
    int sittingCapacity;
public:
    Car(string typeF, int sitC, string C, int yearM, double p);
    void setTypeOfFuel(string typeF);
    void setSittingCapacity(int sitC);
    string getTypeOfFuel();
    int getSittingCapacity();
    void print();
    int age();
};

```

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(B)

```

Car::Car(string typeF, int sitC, string C, int yearM, double p): Vehicle(C, yearM, p) {
    typeOfFuel = typeF;
    sittingCapacity = sitC;
}

void Car::print() {
    Vehicle::print();
    cout << "Type of Fuel: " << typeOfFuel << endl;
    cout << "Sitting Capacity: " << sittingCapacity << endl;
}

int Car::age() {
    return (2012 - getYearModel());
}

```

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Write a function **printCommon** that accepts two array based lists *list1* and *list2* as parameters and prints all those elements which occurs in both lists. Assume that class **arrayListType** is available for use.

Function prototype:

```
template<class Type>
void printCommon(arrayListType<Type>& list1,
                 arrayListType<Type>& list2);
```

You can use the following operations of the class **arrayListType** in writing the required function:

isEmpty, *retrieveAt*, *seqSearch*, *listSize* and *print*.

```
template<class Type>
void printCommon(arrayListType<Type>& list1, arrayListType<Type>& list2) {
    if (list1.isEmpty() || list2.isEmpty())
        cout << "list is empty" << endl;
    else {
        bool flag;
        Type v1, v2;
        for (int i = 0; i < list1.listSize(); i++) {
            list1.retrieveAt(i, v1);
            if (list2.seqSearch(v1) != -1)
                cout << v1 << " ";
        }
    }
}
```

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Quiz 3

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Write a member function **splitNode** to be included in class **LinkedListType** which accepts a parameter **upperBound** of type **Type**. The function will split the nodes whose **info** values are larger than **upperBound**. The splitting is done by replacing the **info** value with half its original value and then inserting a new node with the other half value, at the end of the list. If the list is empty then return false, otherwise return true.

Function Prototype:

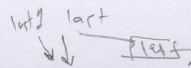
bool splitNode(const Type& upperBound);

If you call any member function of class **LinkedListType** in your member function, then write it also.

Example:

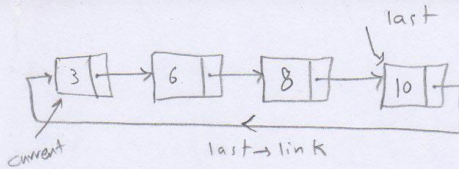
upperBound = 15

List (before function call): 4 19 7 9 23 18 2 13



List (after function call) : 4 9.5 7 9 11.5 9 2 13 9.5 11.5 9

```
template<class Type>
bool LinkedListType<Type>::splitNode( const Type& upperBound) {
    if (first == NULL) {
        cout<<"list is empty"<<endl;
        return false;
    }
    else {
        current = current->link;
        {
            return true;
        }
    }
    nodeType<Type> *current = first, *last = last, newNode;
    int size = count; int size = count;
    for (int i = 0; i < size; i++) {
        if (current->info > upperBound) {
            current->info = (current->info) / 2.0;
            newNode = new nodeType<Type>; assert(newNode != NULL);
            newNode->info = current->info;
            last->link = newNode;
            newNode->link = NULL;
            last = newNode;
            count++;
        }
    }
}
```

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Quiz 4

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Write following member functions to be included in class circularLinkedList. Assume that the class contains a private data member **last**, which points to the last node of the list.

(1) print: to print the info of all the nodes.

(2) insertLast: to insert a new node at the end of the list.

①

```
template<class Type>
void circularLinkedList<Type>::print() {
    if (last == NULL) {
        cout<<"list is empty"<<endl;
        return;
    }
    NodeType<Type> *current = last->link;
    do {
        cout<<current->info<<" ";
        current = current->link;
    } while (current != last->link);
}
```

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②

```
template<class Type>
void circularLinkedList<Type>::insertLast(Type item) {
    NodeType<Type> *newNode;
    newNode = new NodeType<Type>;
    assert(newNode != NULL);
    newNode->info = item;
    newNode->link = NULL;
    if (last == NULL) {
        newNode->link = newNode;
        last = newNode;
    }
    else {
        newNode->link = last->link;
        last = newNode;
    }
}
```

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~~last~~ → link = newNode;